

Invasion 2024

500 Pts

7 Games

League style play

Warbands allowed: All warbands from broheim grade 1a and 1b are allowed

Hired swords allowed: all grade 1a hired swords are allowed, NO dramatis personae.

For rules issues, use Mordheimer.net ( the searchable one) to resolve issues, if you cant resolve it by using it, ask the boss ( that me!)

In addition to any item that is listed as one time/one game use, ANY posion/drug or items that are consumables ( use common sense or ask me) are considered to be ONE off items and must be bought again after use.

In scenarios where scout/ infiltrate does not work, the model with that rule instead get to make a normal base MOVE before the game starts.

In addition to winning a scenario victory, you can always win by routing your opponent.

ALL warbands recive the following on creation:

1 skill or mutation free of choice for their LEADER as long as the leader can take and use the skill/mutation to begin with.

1 rabbits foot\*

1 lucky charm\*

- Note that these are free and you cannot purchase more during the campaign, the only way to get more is by finding it during the exploraiton roll( rolling a result that lets you find a lucky charm as one of the options) , finding one in a treasure or by capturing a model with the charm and stealing it from them. The result Captured when serious injury is rolled allows you to take the opponents charms and rabbit foot, but the result robbed does not.

General rules for all tables:

-there are 4 wyrdstone/ treasures on the table that are visible, these give bonus xp as usual. There are also 6 hidden treasures ( crates/ barrels/treasure chests) hidden around the table. To check a crate for treasure, move a model into base contact with a crate and roll a D6. On a roll of 6 you find treasure but on a roll of 1 someone has set a trap for you and it blows up, causing 1 STR. 3 hit on all models within 3". if you roll a 6 , you get to roll on the treasure table below and find the item(s) listed there. If all hidden treasures are rolled for and you have not found all 6, the rest is lost.

2: 1 wyrdstone

3: Sword x1

4: Shield x 2

5: lucky charm or rabbits foot x1.

6: Unholy relic x1/ holy relic

7: Light armour x 1

8: Bugmans Ale x 1

9: Hunting arrows

10: 2d6 gold

11: Helmet x 2

12: 1 Wyrdstone

How you win.

You win a game based on your total victory points, if you get more than 3 VP more than your opponent you will have won the game.

The player with the most VP at the end of the event will be the winner, with games won as tiebreaker 1 and wyrdstone in inventory as nr2.

Earning VP.

- 1 vp for killing an enemy , 2 points if the target was a large target.
- 1 vp for finding a hidden treasure
- 3 vp for winning the scenario either by way of scenario win or rout.

Scenarios:

Table 1.

Capture the flag.

The enemy has set up base nearby and they have their banner there.

Make your way across the table and capture the flag , then return it to your own base.

-To take the opponents banner, you have to move into base contact with it , then the models turn end. If you manage to take your opponents banner back to your safehouse while keeping you banner safe, you win the game

-In this scenario, your banner counts towards warband size and how many models you can lose before taking a rout test

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Table 2.

King of the hill.

The highest point in the area, a great vantage point to keep watch for other looters, thieves and cutthroats. You want it.. but so does the opposing warband.

-To claim the highest point you have to get to the top of it any way you can with one of your warband heroes that are not a wizard.. lets face it, they are to chicken to do grunt work. And hold it for 2 full rounds after you have reached to top, a knocked down or stunned model does not count as holding it.

- once at the top, there is nowhere to hide, they know you are there and no model regardless of rules can claim to be hidden or in cover.
- Scouts or similar skills cannot be used in this scenario

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Table 3.

The Arena.

Mordheims gladiatorial ring, where heroes are made, the unfortunate die.. and strange magics dwell. once you enter the arena you cannot leave, shoot or cast spell to the outside as a strange wall of magical fog obscures you line of sight and direction.

-In the arena you face untold horrors, for each turn spent inside you must pass a LD test, if you fail the model will go mad under the influence of chaos and will attack anyone and anything near , friend or foe. If there is no one close enough to charge ( not shoot), the model will attack itself scathing and clawing its face and head to try to get the madness out. ( Heroes that are immune to psychology is not immune to this effect but can reroll the LD test with a minus 2, heroes that are stupid are to .. well stupid to understand the dangers and will also be able to reroll the LD test with a minus 2)

- if you manage to get 3 models into the center of the arena and down into the sewers, you win the scenario, but to open the hatch you need to pass a strength test for each model entering.
- Scouts or similar skills cannot be used in this scenario

Table 4.

The hunt.

You've been wronged! A member or three of the opposing warband has said some nasty things about you and some mamal you apparently love dearly.. or your mother.. who knows. But revenge is needed either way.

-before the game, secretly , mark down 3 of the opponents heroes or large targets . If you manage to kill all 3 targets you win the scenario

-you came upon each other by surprise while searching the ruins, no model can be deployed within 6" of another warband model. If you can't deploy all models this way, the rest will enter the game on turn two on a roll of 4. then automatically on turn 3. All heroes and large targets MUST be deployed first.

Table 5.

scavengers

while searching the area you come across another warband.. doing the same darn thing ( who would have thought..) . You obviously need to defend your “ home” turf.

-The game lasts for 10 turns, the warband that has found / holds the most treasures at that point wins the game and there is no voluntary rout.

-Deployment and activation.

The deployment zone is the ENTIRE table, but no model may be deployed within 12 of another friendly model ( but as close as you want outside of 1” of an enemy model)

Players deploy models alternating turns , if you cant deploy all models they come on as reinforcements in round 3.

when the game is started , players activate models alternating turns until all models have activated.

Table 6.

Haunted forest

You enter the strange realm of mirkwo... oh wait.. different universe.. errr.. Deadwood!! and a cave up ahead is your only way to get out of the insanity that is messing with your heads

Deployment zones are as show in diagram 1. All forrest and rocks are considered impassable terrain

This strange old forrest if filled with confusing and ancient magics, each model, no matter what rules it has is considered to be stupid and must pass a LD test each turn. If it is failed it will simply wander it`s movment value twoards the

( bypassing normal stupidity table rules) as it cowers in fear. If you roll a 12 on your LD test the models goes insane and attacks the closest thing it can see , after resolving the attack following normal rules the model that turned insane is taken out of action, but does not roll on the injury table after the game, it automatically becomes stupid as a result.

To win the scenario, you have to move every warband member into the cave.



- Scouts or similar skills cannot be used in this scenario

### Table 7.

#### The Farm

Two rival warband have arrived at a farm at the same time with the intent of looting it for all it's worth. Not only must they battle each other for possession of the booty, they must also contend with the desperate farmers, fighting to defend their property to the last.

At the center of the table there is a farmhouse that houses several desperate farmers trying to protect their farms from looters , bandits and scum ( thats you people) alike.

Whenever ANY model comes within 3" of any part of the house ,3 farmers will appear in the doorways and windows to protect their home.

They have the stats of a Henchmen pr the rulebook, and is armed with a sword and shortbow.

They are not worth anything if killed.

Scouts or similar skills cannot be used in this scenario.

To win the scenario you must try to torch the surrounding buildings on the farmstead, each hero may make one attempt each . On a D6 toll of 5-6 you manage to light a building on fire.

The warband that has torched the most buildings on fire within 8 rounds wins by scenario.

### Table 8

#### Rescue.

Somewhere in the city a vile necromancer is performing a ritual where he is set to sacrifice a young maiden ! This cannot stand, even for the likes you criminals, such a despicable act cannot be tolerated.

Somewhere inside the buildings set up outside your deployment zone the maiden is being held captive.

To search for her, a hero must enter a building and roll 2d6. If you roll a 12 you find the maiden! And can take her to safety.

For each hero that tries to search a building, reduce the number needed on the 2d6 to find her by 1, she will be found without a dice roll in the last building not searched

The hero that found the damsel must then move with her ( at movement 4") without running ( a maiden don't run!!) and escort her of a table edge.

The maiden can be killed by the warband not currently controlling her.

If you kill the maiden she leaves behind some loot as pr the treasure table.

The warband not escorting the maiden may attempt to kill the gallant hero protecting her and take over the escort duty.

To win the scenario you must escort the maiden of a table edge or make the opponent rout.

- Scouts or similar skills cannot be used in this scenario

Table 9.

### Monster Hunt.

As per the rules for monster hunt in annual 2002 with the following exceptions.

-the creature always strikes first.

-No line of sight can be drawn to the creature outside of 4" of the creatures den due to the magics surrounding the site that drew it there in the first place.

-No xp is awarded for inflicting wounds , but one xp is awarded for the killing blow.

- in games 1-3 the creature is a young gryffon. Games 4-7 the creature is a Young chimera.

To win the scenario , you have to deal the killing blow to the creature in close combat.

Table 10.

### Don't wake the giant.

As per the scenario “ don't wake the giant” in Archive pestilens on Broheim with the following exceptions.

-All 6 hidden treasures are within the giants lair. Whenever a crate is searched the D6 roll is considered to be a 6.

- any combat within 8" of Grumm the giant will wake him, as will the shooting of blackpowder weapons or casting within 12.
- Grumm The giant has no armour save in game 1-3. and a 5+ armour save in game 4-7, cannot be stunned. He is knocked down on a roll of 1-5 and dead on a 6 when the last wound is rolled for. If killed he will fall in the direction he was last moving and hit any model underneath for D3 str 6 hits.
- Scouts or similar skills cannot be used in this scenario

To win the scenario, you must kill the giant.